

Email: [my first initial][my last name]@hotmail.com

# JASON BOSINOFF

## E d u c a t i o n

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1999-2004      Massachusetts Institute of Technology      Cambridge, MA  
*Currently on a voluntary leave of absence*  
Candidate for B.S. in Theoretical Mathematics by May 2004  
Candidate for B.S. in Management by May 2004 (Sloan School of Management)  
Relevant coursework: *Differential Equations, Real Analysis, Structure and Interpretation of Computer Programs, Multivariable Calculus, Artificial Intelligence, Introduction to Linguistics, Mechanics, Electricity and Magnetism*

1998-2000      Harvard University Extension School      Cambridge, MA  
Coursework: *Introduction to Psychology, Law and Psychology, Elementary Japanese, Intermediate Japanese.*  
GPA: 3.83/4.00

1995-1999      Lexington High School      Lexington, MA  
National Merit Scholar  
Combined SAT: 1600      GPA: 4.26/4.00

## W o r k   h i s t o r y

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2006-2013      TrialPay      Palo Alto, CA  
*VP Engineering | Senior Director, Engineering | Director of Engineering | Senior Software Engineer*

For the last 6 years, TrialPay has been quietly transforming the world of online advertising. TrialPay works on getting users to try new products and services, install new mobile apps, play new games, and visit new stores by giving them stuff that they already want for free. For example, our users score free Fandango movie tickets in exchange for signing up for Zipcar, free Zynga Farm Cash in exchange for signing up for Gamefly, and so on.

TrialPay employs 120 people with offices in Palo Alto, Berlin, and Russia.

I joined TrialPay as employee #6, as the company's first engineering hire. From my start as an individual contributor coding TrialPay's core back-end systems, I grew through various roles and finally into VP Engineering.

Hiring: Directly responsible for the hiring (selection, offer, on-boarding, mentorship) of 19 employees. Promoted and mentored two engineering managers. Conducted over 400 interviews.

Product interface: Guided and prioritized product roadmap. Advised on and reviewed roadmap items with each member of the product team.

Release management: Managed release process including hotfixes, release cycles, and all aspects of production deployment.

Company and culture: As a member of the executive team, advised and set company-wide stance/support on matters ranging from compensation to food and company-sponsored sports. Organized engineering lunches, cross-team outings, and hackathons.

Architecture and scalability: Advised and set architectural and implementation approach on many high-scalability features. TrialPay serves 100+ million offer impressions per day.

Code: Coded TrialPay's offer optimization engine, core back-end revenue and payout systems, offer display controls, affiliate and referral systems, publisher payment systems.

2004-2006      Metails / Buy.com      Aliso Viejo, CA  
*Senior Software Developer*

I was a founding engineer at Metals, the first social shopping engine and virtual mall. Metals was acquired by Buy.com. I coded the merchant mall, browse trees, discussion forums, affiliate network datafeeds, premium membership platform, and the user payout system (PayPal and ADP integration). Metals was written in PHP and MySQL.

I was also the technical lead of a Buy.com subsystem—competitor price listings. I managed, architected, and coded the project. Duties also included defining SLAs, translating SLAs into hardware recommendations, managing QA, and deployment. The project was written with SQL Server 2005 and C# on .NET 2.0.

2003-2004      Marathon Messenger Co., Inc.                      Boston, MA  
*Bicycle Messenger*

- Rocket through Boston's urban canyons
- Swerve defiantly through traffic

2002-2003      Digital Self Corporation                              Cambridge, MA  
*Senior Developer*

I architected and coded DocuSeek, a fast and scalable document search engine. DocuSeek has been benchmarked to perform sub-second phrase queries over 10 million documents (~400 GB). I wrote Docuseek from scratch in C++. Features include full phrase search, boolean search, proximity search, and fully incremental indexing. I designed the index, handled memory management, and optimized both the indexing and searching processes. DocuSeek was written in C++ for both Linux and Windows 2000.

I coded ExpertSeek, an enterprise-level search application that searches for a company's "expert" on a given query. ExpertSeek is installed at the corporation- or department- level and sources its data from pre-existing document management systems. I wrote the connectors that extracted data from these systems, including PCDocs, iManage, and proprietary systems. ExpertSeek is built around Docuseek for the searching capabilities. Expertseek was written in C++ with .NET extensions, and is installed as a web service.

I performed on-site client installations in Boston, New York, and London.

## E x p e r i e n c e / s k i l l s

Intense desire to learn; articulate; friendly

Proficient in C/C++ (including .NET managed extensions), C#, 80x86 assembly, Java, PHP, Perl, bash, sed/awk/etc, Visual Basic, ASP/VBScript, Emacs LISP, HTML/CSS, Scheme, Javascript  
Operating systems: Linux, FreeBSD, Windows XP, 2000, NT4, 95/98, IRIX, MS-DOS

Personal programming projects include:

- 6502 CPU (Atari, NES) software emulator for x86 (asm, C++)
- Linux kernel device drivers (modules): console, parallel port line printer, custom electronic devices
- Network utilities: telnet connection hijacker (primitive tcp stack + small telnet client), DNS spoofer, network sniffers
- RSA implementation from scratch (C, asm), including fast arbitrary arithmetic
- LISP interpreter (C++)
- Low level assembly utilities: fdisk, tiny OS
- "Grammar parser": parses an English sentence into its syntactical functions and components
- Sprite engine for DirectX (Win32: VC++)
- Multi-player text-based game (MUD) for UNIX (C++, BSD sockets)

Natural interests: birds, trees

Conversant in German.

Rode bicycle solo from Cambridge, MA to San Francisco, CA (August - November, 2003)

Summited all 115 mountains in the Northeast USA (New England + New York) with elevation above 4,000 feet (July – October, 2004)